

# Dragon Bone Fist

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Dragon%20Bone%20Fist.glb>


<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Dragon%20Bone%20Fist>

“  
*A weapon from the soul of the Iron Golem,  
guardian of Sen"s Fortress who repelled countless heroes who sought Anor  
Londo.*  
  
*The Gods fused the power of the soul with the great bones of the dragons,  
forming an appropriate core for the giant golem.*

## Availability

Created by the Giant Blacksmith in Anor Londo using the Core of an Iron Golem, from a +10 Caestus or Claw for 5,000 Souls

## General Information

Image	Name	Damag e	Critical	Durabil ity	Weight	Stats Neede d Stat Bonuse s	Damag e Reduct ion %	Aux Effects	Stabilit y	Frampt Souls
	Dragon Bone Fist	95/0/0/ 0  (Strike)	100	999	8.0	20 <sup>1</sup> /0/0/0  A/-/-/-	0/0/0/0	0/0/-/-	0	5,000

## Move Set

+ Show Move Set - Hide Move Set

R1 — R1	Right hook punch into backhand blow.	
R2	Uppercut.	
Roll — R1	Backhand blow.	
Backstep or Run — R1	Running backhand blow.	
Forward + R1	Knee kick.	Same effect as a regular kick.
L1 (left hand)	Very fast straight punch.	Much lower damage.
L2 (left hand)	Parry.	

- Strong attack is a delayed jumping uppercut that drains high amount of stamina on block and can knock enemies down on hit. Grants Hyperarmor and Vulnerability for the duration spent off the ground.

# Upgrades

Requires Dragon Scale

120% STR scaling.

Name	Damage	Stat Bonuses	Dragon Scale	Souls
Dragon Bone Fist +0	95/0/0/0	A/-/-/-		
Dragon Bone Fist +1	104/0/0/0	A/-/-/-	1	5,000
Dragon Bone Fist +2	114/0/0/0	A/-/-/-	1	5,000
Dragon Bone Fist +3	123/0/0/0	A/-/-/-	2	5,000
Dragon Bone Fist +4	133/0/0/0	A/-/-/-	2	5,000
Dragon Bone Fist +5	142/0/0/0	S/-/-/-	4	5,000

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Normal</li> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z is the Faith required</li> </ul> <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.  <math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>

<b>Stability:</b>	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
<b>Frampt Souls:</b>	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

## Footnotes

1. This weapon cannot be two-handed.

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Revision #1  
Created 21 December 2024 07:08:22 by jade  
Updated 21 December 2024 07:08:22 by jade